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MARVEL COMICS®

SPIDER-MAN®

KIDS TO ADULTS
K-A
AGES 6+

MARVEL SOFTWARE™

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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A World Where Chaos Rules . . .

Welcome to a world where chaos rules all! New York City is exploding as a dangerous group of Super Villains join forces in search of the webbed wonder. Spidey's web-shooters are full and he's ready to battle the top bullies of the underworld in a fight that will determine the future of the city!

When a mass breakout occurs at Ravencroft, the maximum security facility for the criminally insane, a battalion of bad guys is on the loose. Doc Ock is in a mood to mangle as he unleashes the brutal force of his adamantium arms. And he's got plenty of company: Smythe™, Green Goblin™, Vulture™, Mysterio™, Rhino™ and more! It's up to you to bring order to the Big Apple. The Fantastic Four™ even join in, and a helping hand was never so welcome!

About SPIDER-MAN®

When Peter Parker was bitten by a radioactive spider, he gained superhuman powers. He now has the proportionate strength of a spider, as well as the ability to climb walls. His remarkable web shooters give him the ability to fire web bolts at opponents and to swing from the webs that he shoots. His extraordinary Spider-Sense tingles to warn him of approaching danger. As a costumed crime fighter, Spider-Man® has dedicated himself to battling thugs throughout New York City.

LOADING:

1. Make sure the power switch is OFF.
2. Insert the SPIDER-MAN® Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.
3. Turn the power switch ON. You will see the SPIDER-MAN® introductory sequence. To scroll through the story, press the START BUTTON again. To leap into action, press the START BUTTON.

OPTIONS

Spider-Man® gives you many ways to customize game play. Press UP or DOWN on the CONTROL PAD to move the Spider-Man® icon cursor between options and LEFT or RIGHT on the CONTROL PAD to cycle through to the desired choice. You may choose from the following options:

DIFFICULTY — Choose Average, Amazing or Spectacular skill levels.

LIVES — Choose One, Two, Three, Four or Five Lives.

CONTINUES — Choose None, One, Two or Three continues.

Once you've set your options, press the START BUTTON to return to the Title Screen, then press the START BUTTON to begin game play.

Basic Spider Moves

Spider-Man® has to battle through 6 levels of nightmarish nuisances. To make it through from start to finish, you'll need to master all the moves that make Spidey™ swing.

Controls are as follows:

To PUNCH, press the Y BUTTON.

To KICK, press the A BUTTON.

To FIRE A WEB BOLT or THROW A GRENADE, press the X BUTTON.

To JUMP, press the B BUTTON.

To RUN, hold LEFT trigger and LEFT or RIGHT on the CONTROL PAD in desired direction.

To CRAWL, press DOWN + LEFT or RIGHT on the CONTROL PAD.

To CROUCH, press DOWN on the CONTROL PAD.

To CLIMB, press UP on the CONTROL PAD when clinging to a surface.

To SWING FROM WEBLINE, press the RIGHT Trigger.

To STICK TO A SURFACE, press the B BUTTON and the LEFT Trigger.

To do a HIGH SPIN KICK, hold the LEFT trigger and press the B BUTTON, then the A BUTTON.

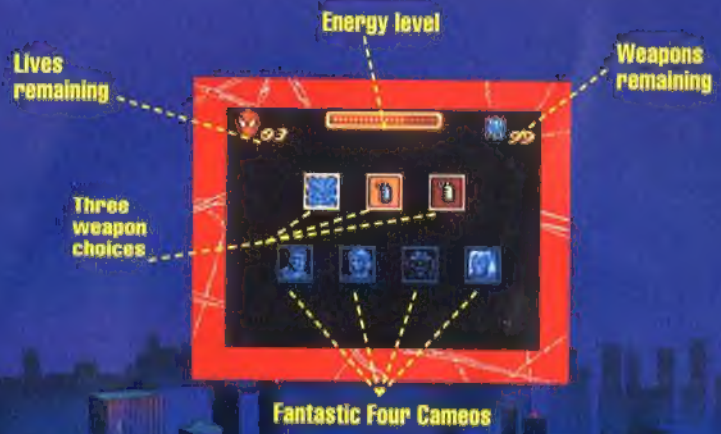
Game Features

The SPIDER Screen

LIVES REMAINING: Spider-Man® begins the game with 3 lives. The number of lives he has remaining is displayed to the right of the Spider-Man® icon in the upper left corner of the screen. Spider-Man's unique Spider-Sense alerts him when danger is near. The eyes of the Spider-Man icon flash to indicate that trouble is at hand.

ENERGY METER: Spider-Man's energy varies with the amount of damage he sustains while battling his foes. His energy meter appears at the top center of the screen. It begins full, and becomes increasingly dark with each strike he sustains, until it becomes completely black. When this happens, Spider-Man® loses a life.

WEAPONS REMAINING: An icon in the upper right corner of the screen represents a particular weapon. This appears to the left of the number of Web Bolts, Stun or Gas Grenades available.



Pressing the START BUTTON at any time during the game will pause the action and bring up an icons display on your screen. Here you may select your weapon of choice, as well as your Fantastic Four guest hero. The following weapon pick-up options are also available:

WEB BOLT: Beyond his punching ability, this is Spidey's main source of offensive might. He uses it to knock out his assorted foes. Web is the default setting.

STUN GRENADE: An exploding treat for those heavy-duty villains. Use these to knock some sense into heinous anti-heroes. It's the quicker messer upper!

GAS GRENADE: Throwing a gas grenade causes Spider foes to become woozy and easy to overcome. A perfect distraction before Spidey action!

Use the CONTROL PAD to highlight the desired weapon. Press the SELECT BUTTON to return to the game. Press the X BUTTON to fire/use weapons.

PICK-UPS

Web-Armor Pick-up

Pick-up this icon to gain immediate temporary invincibility. Spider-Man's costume will change from red and blue to white and blue while he is invincible.

Super Spider Emblem Pick-up

This pick-up is the ultimate find! It completely restores health, webs and grenades, plus giving you an additional life. Worth just about any risk to get.

Health Pick-up

Spidey regains full energy by collecting a Spider-Man® icon health pick up.

Extra Life Pick-up

Earn an extra life by picking up this golden Spider-Man® icon.

GUEST HERO PICK-UPS

On some levels, Spider-Man® can call on the Fantastic Four® for help. He picks up Guest Hero cameos by walking over them. To call up one of the Four during game play, press the START BUTTON to pause the game. Use the CONTROL PAD to highlight your desired Hero. Press the SELECT BUTTON to return to gameplay. Icons may be used only once per pick-up.

Human Torch

Born Jonathan Storm, the Human Torch is the youngest of the Fantastic Four®. Named after an android hero of the 1940s, the Human Torch has the ability to create fiery plasma in any shape and to fire it at foes. He can also fly, and is ready to aid Spider-Man® against any flying menaces!

Invisible Woman

The Invisible Woman is a fascinating female whose keenly focused mind and mutagenically altered body give her the ability to project a force field capable of withstanding an enormous attack. Sister to the Human Torch and wife of Mr. Fantastic, this disappearing damsel uses her invisability to thwart evil throughout the universe. She helps Spider-Man® by appearing to lend her special force field as a unique armor to protect him.

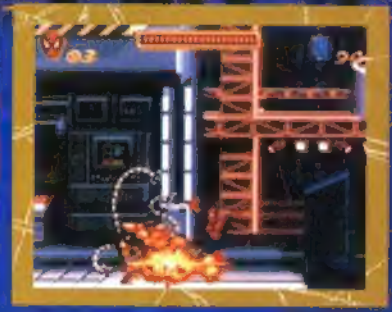
Mr. Fantastic

Super smart, super stretchy Reed Richards is the leader of the Fantastic Four. His patents and inventions are rich sources of royalties with which he funds the activities of his super team. As Mr. Fantastic, Reed can stretch, deform, expand or compress his body into any shape he can imagine! He helps by replenishing Spidey's weapons supply and restoring his energy.

Thing

Once Reed Richards' college roommate, Ben Grimm piloted the ill-fated starship that was bombarded by cosmic radiation on it's maiden voyage, resulting in the mutations that bestowed superhuman powers on all four original passengers—the Fantastic Four! Ben's particular mutation gave him grotesque skin and superhuman strength. Bitter over his bizarre new appearance, he chose to call himself Thing. When he joins the battle, it's clobberin' time!

THE LAB AT EMPIRE STATE UNIVERSITY



Behind these ivy-covered walls lurks a potent poison! It's back to school for Spider-Man® as his search for Doctor Octopus® lures him into a sophisticated high tech lab at prestigious Empire State University. Malfunctioning cyborgs hover everywhere, along with deadly misfiring lasers. Once he masters these menaces, Spidey™ learns there's no recess in this advanced class in chaos! The sinister robot "Chrome Drone" is ready to teach Spidey™ a lesson he won't forget! It's a class act, but the final exam could be fatal!

Special NOTE: Throughout the game, Spider-Man® runs the risk of falling into the sewers beneath New York if he takes a wrong turn. A sewer is a dark and pungent place, so be prepared to weather a whiff of wickedness in order to defeat some of the supervillians who linger there—including the Lizard!

CONSTRUCTION ZONE

It'll take more than a hardhat to protect Spider-Man® at this construction site, as he struggles to overcome the combined "talents" of a terrible team of spider-mangling maniacs bent on his demise ! It's a search and destroy mission. As Spider-Man® seeks the elusive elevator to the roof, he may find that sometimes you have to work your way to the bottom to get to the top. But before he can reach his goal, he'll face the Spider Slayers, the dedicated drone robots built by Smythe for an unwitting J. Jonah Jameson and programmed to destroy Spider-Man®!

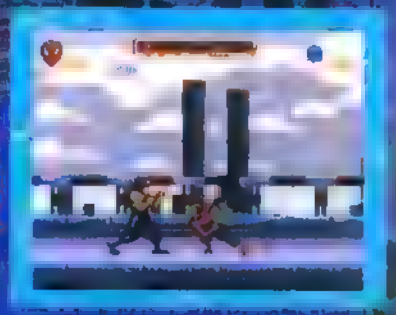
BROOKLYN BRIDGE

Spider-Man® must defeat some dockside denizens and swing across the historic span that joins Manhattan to Brooklyn, where a horde of villains awaits Spidey™ at Coney Island. This bridge will test Spider-Man's webbing and fighting skills: he must sling his way beneath the majestic structure, and hope that he doesn't get picked off by fiendish flying robots out to get him. A raft can be a lifesaver when you're trying to avoid landing in the East River.

CONEY ISLAND

The boardwalk is crumbling and the deserted midway seems alive. It's a creepy sideshow, a seaside spectacular of mirthless malice where Green Goblin™ rules in his Funhouse. Spider-Man® must first make his way through a deserted Midway where the hulks of ancient rocket rides mock his attempts to navigate the maze of abandoned games and concession stands. If he can make his way through this, Spider-Man® will be faced with an abandoned roller coaster, a huge cantilever of carnival fun that may prove the ultimate web contest: if Spidey™ falls the wrong way, the fun is over! He still must confront and beat Rhino™, the heavyweight villain who patrols for his pal, Green Goblin™! But there's more than one roller coaster, and Spidey™will be trying to turn tricks into treats by defeating Jack O' Lantern™ and his pumpkin bombs.

If Spider-Man® can manage it, he'll face the furious Funhouse of Super Villain Green Goblin™! His underling Mysterio™ is ready to greet Spider-Man® with some malignant magic, and The Tinkerer™ has let loose a bunch of ConeyBots, full-throttle androids that can really antagonize! Weird and wild, this amusement park twitches and jerks with barber poles, boxing gloves and goblin heads all come to life and coming right for you. Scary! You must find the secret path that leads you to the elevator, where Spider-Man® will ride to the roof and meet the Green Goblin™, whose mastery with flaming pumpkins makes for one potent piece of wicked weaponry!



J. JONAH JAMESON'S PENTHOUSE

The route to righteousness leads right into the plush penthouse of Peter Parker's boss (and Spider-Man® hater!) J. Jonah Jameson, wealthy publisher of the Daily Bugle. Inside, amidst the trappings of luxury, Spider-Man® finds the fancy towers teeming with unwanted attention. Throughout this multi-level midtown apartment, home is where the storm is. Spider-Man® will have to contend with and defeat Beetle, Vulture and Chameleon before he can smash Smythe into fragments — if the statues in JJJ's modern art collection don't get him first!

RAVENCROFT

Even for an insane asylum, this is really a bad place to be! Ultra high security for ultra evil people, this Super Villain containment facility has been breached by some of the worst criminals to ever menace innocent citizens. They give Spider-Man® a run for his life through the tiers and catwalks of Ravencroft. But his biggest battle is ahead. Lock up should last a lifetime for these losers, but thanks to an unknown master criminal, it's over; now the lunatics are running the asylum! To triumph over these insidious inmates on the loose, Spidey will have to lay down a lot of web and bust more than a few heads. He'll face a menacing menagerie as he struggles against Owl, Lizard, Scorpion and a rejuvenated Rhino. But that's not all. Mysterio is on hand to dish out a second helping of hurting if Spidey isn't careful! These are only preliminary bouts for Spider-Man®. His final prey awaits his victory over this astonishing array of misfits. Only then will he be able to reach his mysterious nemesis in the nuclear reactor which powers Ravencroft. To enter the reactor and confront him, Spider-Man® must first find a series of four color-coded key cards. Once they are entered in the correct key card machines, our webbed wonder will have access to the lowest level of the reactor, where an old foe waits to do him wrong.

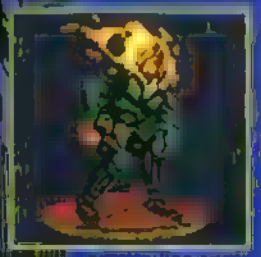
A guide to some vengeful villains in Spider-Man©

Beetle™

Before becoming a costumed criminal, Abner Jenkins worked as a master mechanic at an aircraft factory. He used his expertise to create a beetle outfit that helps him commit all manner of outrages. He has faced Spider-Man© several times, and been bitterly defeated. He is eager for revenge, once he escapes prison!

Doctor Octopus™

Long time spider hater Doc Ock was driven insane by the same accident that grafted four tentacle-like arms to his body. Originally designed for handling radioactive material, they are now devoted, along with his considerable intellect to his one single obsession, Spider-Man.



Jack O' Lantern™

This military-trained master of martial arts has turned a tendency to brutality into a career as an international mercenary. His own custom grenades and hovercraft make him a powerful Super-Villain to deal with——at your risk!

Green Goblin™

When ruthless businessman Norman Osborn fell victim to an accidental laboratory explosion, he found that he had gained great strength. But the explosion had also warped his mind, creating in Osborn a vicious criminal streak intent on controlling all crime in New York City, and destroying the one obstacle in his way—Spider-Man®. Osborn became the Green Goblin™. Developing a lethal arsenal of pumpkin bombs, laser energy bolts and a flying device known as the Goblin Glider, the Green Goblin™ has come close to eradicating the web-slinger on numerous occasions.

The Shocker™

Serving time for burglary, Herman Schultz used his mechanical skills in the prison shop to secretly devise a tool that would open any safe quickly and quietly. The device he created used vibrational waves to shake doors loose, and he used it to escape. Discovering that the shock wave feedback was potentially fatal, he created a foam fabric costume to absorb the waves. As the Shocker, he set out to use his vibro-shock mechanism to further his criminal aspirations. One of the few to ever defeat Spider-Man®, the Shocker is a career criminal who has worked in league with Egghead and the Beetle. He has lost out to Spider-Man® many times, and holds a grudge against him.

Lizard™

Following the loss of an arm to a gangrenous war wound, surgeon Dr. Curtis Connor turned his attention to the study of reptiles. He discovered the chemical substance which allows reptiles to regenerate missing limbs, and injected himself with it in hopes of regenerating his lost arm. The arm did indeed reform, but the mutagenic process didn't stop there, leaving Connor a gruesome cross between man and reptile. Though Spider-Man® concocted a potion to reverse these effects, Connors periodically resumes his Lizard guise without warning, rendering him a savage enemy with incredible strength!

Rhino™

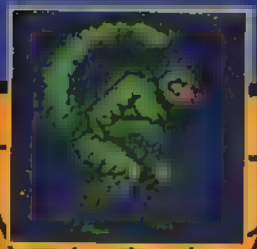
Originally a small time muscle man doing criminal odd jobs for chump change, the man who became Rhino came to the attention of international spies eager to create a slow-witted, super-strong assassin by bombarding his body with chemical and radiation treatments. They succeeded also in creating a skin tight bodysuit made of a new material so tough it resembled the hide of a rhinoceros, and so the would-be assassin was named Rhino. But he proved to be an ungrateful subject, and used his new super strength and body armor to turn on his benefactors. He's no stranger to prison, and no stranger to Spider-Man®, having been defeated by him several times.

Chameleon™

Former spy turned criminal mastermind, Dmitry Smerdyakov is the ultimate master of disguise. Due to a special serum he ingested, Smerdyakov's face has become virtually featureless — impulses emitted from the special computer hidden in his belt buckle allow him to change his shapeless face at will. A dangerous foe, the Chameleon™ has impersonated many people to try to eliminate the amazing Spider-Man®, including J. Jonah Jameson™, Kraven the Hunter™, and even Spider-Man® himself!

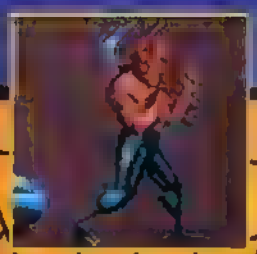
Tinkerer™

This man is one of the cleverest criminals of all times, an ingenious inventor who has dedicated his considerable technological talents to the development of outrageously sophisticated weaponry for the underworld. Among his notorious clients are Jack O'Lantern™ and Mysterio™. He is the inventor of the CosmoBots created to torment Spider-Man®, who has been a frequent thorn in the sinister inventor's side.



Scorpion™

Mac Donald Gargan was a private investigator hired by J. Jonah Jameson to follow Peter Parker in hopes of learning how he was linked to Spider-Man®. When Jameson coaxed Gargan to undergo a radical mutagenic treatment which would give him superhuman abilities sufficient to defeat Spider-Man®, he agreed, and so, with a special costume and a cybernetically-controlled mechanical tail designed by the Tinkerer, he went after Spider-Man®. The treatments which transformed him proved to cause a psychotic breakdown, and Gargan was no longer able to distinguish right from wrong. He became a vicious costumed criminal called the Scorpion™. He hates J. Jonah Jameson for what he made him become, but he hates Spider-Man® even more!



Alistair Smythe™

Alistair Smythe™ is a mad scientist in the classic sense of the term. The son of the late Spencer Smythe, who created the original "Spider Slayers", Alistair has altered his body via high technology, and constructed for himself a weapon-filled "battle chair". Believing Spider-Man® to be responsible for his father's demise, Alistair has created his own generation of Spider-Slayers, each deadlier than the last. His crowning achievement has been the Tri-Spider Slayer.™

Mysterio™

This stuntman-turned-criminal is a master illusionist with a history of battling and being defeated by Spider-Man®. He uses hypnotism and special effects to trick his opponents, as well as a vision obscuring gas. He began his criminal career by committing crimes disguised as Spidey in an attempt to discredit The Webbed One.

Owl™

Leland Owlsley has been involved in criminal enterprises as a crooked financier. Taking a secret serum briefly gave him the ability to fly, but it eventually paralyzed him. As the Owl™, he has unsuccessfully sought to take over the New York underworld. He has tried numerous designs and devices to help him regain both his flying and walking ability. His deadly talons are powerful and dangerous weapons to contend with.

Vulture™

A bitter electronics engineer obsessed with flying, Adrian Toomes built an electromagnetic harness that granted him not just the ability to fly, but, due to prolonged exposure to it's electromagnetic field, superpowers. His quest for vengeance when cheated by his business partner gave him a taste for crime, and he's been feasting ever since!

Tri-Spider Slayer™

A marauding masterpiece of robotics, the Tri-Spider Slayer™ is actually three machines, all created for the sole purpose of stamping out Spider-Man®. Constructed by the mad genius Alistair Smythe™, the Black Widow™, Tarantula™ and Scorpion™ robots are lethal in their own right. But they can also combine to form one unstoppable machine, nearly invulnerable to attack.

Alien Spider-Slayer™

A robotic construct created by the twisted Alistair Smythe, the Alien Spider-Slayer is yet another of the demented scientist's so-called "Spider-Slayers," machines designed for the sole purpose of eliminating Spider-Man®. Frighteningly inhuman in appearance, the Alien Spider-Slayer has a thick "hide" composed of a nearly unbreakable, impenetrable metallic alloy, rendering it virtually invulnerable to harm. Spider-Man® has faced this particular type of Spider-Slayer before, and defeated it—but just barely!

Venom™

Spider-Man®'s most hated and feared rival, Venom is the product of an alien symbiote spurned by Spider-Man® now bonded to Eddie Brock, a former Globe reporter with a grudge against Peter Parker. Venom is dedicated to the destruction of Spider-Man®. Because the alien symbiote was once part of Spidey's costume, Venom doesn't trigger Spidey's Spider-Sense, allowing him to pounce on Spider-Man® without warning. His web talents are the equal of Spider-Man®'s, so every battle between them is a close one!

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- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

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